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 This paper addresses the question: What does a person know following learning of BASIC programming? Several underlying conceptual structures are identified: (1) a transaction is an event that occurs in the computer and involves some operation on some object at some location, (2) a prestatement is a set of transactions corresponding to a line of code, (3) chunks are frequently occurring configurations of prestatements corresponding to several lines of code.
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Conventional debuggers do not allow users to go back and examine the program states at statements which have already been executed. In case the user wants to examine the program state at a statement which was executed sometime back, he is forced to restart the entire debugging process. To overcome this problem, we examine the issue of reverse execution of programs. To this end, we introduce the concept of *inverse of a statement*. We describe our implementation of a debugger which can execu ...

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
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This paper describes the Liveboard, a large interactive display system. With nearly one million pixels and an accurate, multi-state, cordless pen, the Liveboard provides a basis for research on user interfaces for group meetings, presentations and remote collaboration. We describe the underlying hardware and software of the Liveboard, along with several software applications that have been developed. In describing the system, we point out the design rationale that was used to make various c ...

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